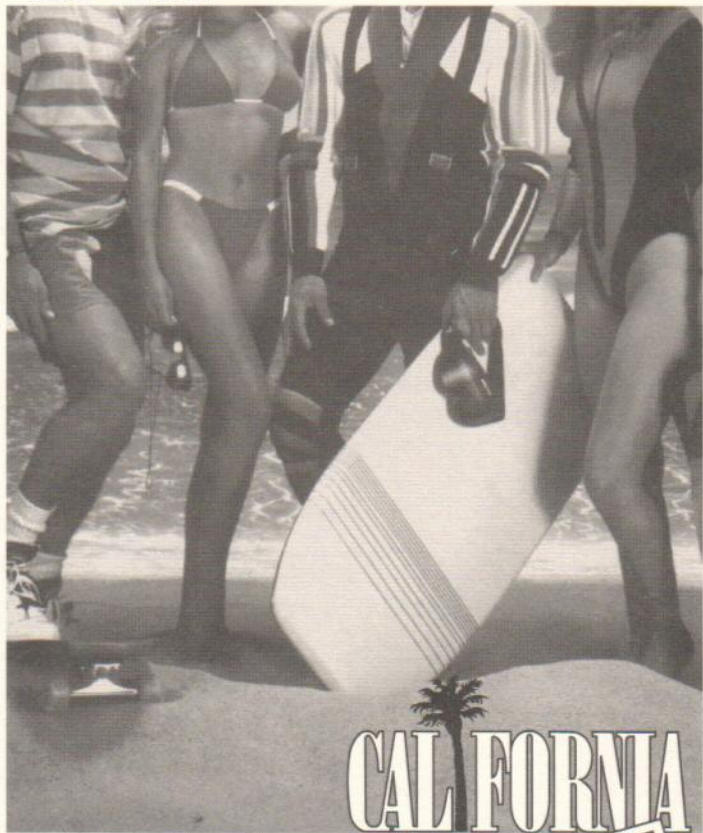


EPYX®



CAL FORNIA
GAMES III®



Amiga Command Card

Loading instructions: Plug in your joystick. Insert disk A into floppy drive DF0: (the boot drive) and turn on your computer. California Games II will load and run automatically. When prompted by "Insert Disk A" or "Insert Disk B", eject the current disk and insert the other, then hit <return> or press the fire button. If you have two floppy drives, just put disk B into the other (DF1:) drive to avoid disk swapping.

Refer to the enclosed IBM PC-compatible Instruction Manual for additional instructions. However, please note the following differences from the IBM version.

Sound: Stereo sound is supported.

Hard disk users: This game cannot be run from a hard drive. You must run from the original floppies or from a backup copy.

Competition: Events are always played in this order: Hang Gliding, Snowboarding, Bodyboarding, Skateboarding, and Jet Surfing. The Supreme Dude is named for each event separately, but the players are resorted and displayed on the board in order from top to bottom after each event.

Configuration Menu: There is no need for configuration. When you select the license plate, you'll just see the Most Excellent Dudes high score table.

DOS Highway: Don't use this. Just use the "3-fingered salute", ctrl-Amiga-Amiga, to exit the game.

Hang Gliding: There is no time limit.

Jet Surfing: You cannot pick up bottles.

Snowboarding: Exit the Snowbowl by falling over.



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PART # 19409-62